

MAXIMUM OVERKILL



Volume No. 1 Issue No. 8 Date 9-15-95



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3470 Oak Tree Ln. Midlothian, TX 76065

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Volume No. 1 Issue No. 8
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SHIP COMMANDER

Kahn vestai-Shar

FIRST OFFICER

Kamarag tai-K'norm

SECOND OFFICER

Torg

COMMS STATION

Khara

WEAPONS STATION

Koron

NAVIGATION

Krudge

ENGINEERS STATION

Kilrah

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All submissions should be sent so that they arrive no later than the last weekend of the month. All submissions should be sent to:

IKV Black Demon c/o John Harrington Jr.
3470 Oak Tree Lane, Midlothian TX 76065.



KLINGON FACTIOD:

Klingons are pussies. NOT!

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I've got a hole in me pocket.

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FROM THE CAP'N

nuqneH. Well the summer has passed and we all had a great time this year. I'm back at college and a few of you are starting your first years as well. I hope you all study hard and party harder. You may also see a few more changes to the newsletter. That either means I'm getting better at what I can do, or I'm being nit-picky with the layout. One thing I have decided on is making this news letter bi-

monthly. This will be easier for me since I still have limited time in the lab, thankfully they will be staying open until 10 this year instead of 9, so that gives me an extra hour to mess with this rag. Keep your submissions coming.

I also realized that the **SUPER SIZED** issue (last issue #7) was a pain in the ass to co-ordinate when it came to getting the page numbers right. Some of the newsletters that got sent out has mis-matched pages. I should have just left the numbers off and hand wrote them. Oh well. I don't think I'll attempt another **SUPER SIZED** issue for a while. I did get some positive responses from local warriors and CTF command. No word if High Command has seen it or any other issue.

Believe it or not, there is a little more information that I couldn't include in the last issue do to the number of pages. The info that I wanted to share was in pretty bad shape as it had been photocopied a few times before I received the a copy and I didn't have the time to retype it. I got the chance over the summer to type it up just in time to include in this issue. It's a great thing for our new recruits to read over to help them create their character. It's also great for you current old timers as it will help in giving you in site on Houses and Lines.

I've been in contact with Keeve (the Budget Quartermaster) and he's shared some great info on costuming and props, not to mention some great and weird artwork and the word of K'Bob (the ultimate Slaq master). Keeve tells me that he still has lots of pins and parts for sale, but will be moving soon. That means you better get your orders in before he packs it all up. I think the end of the month is his deadline.

Well, I'm getting towards the end of the page, so I better wrap this up. There is a special announcement in this issue that I want to draw your attention to. It should be on the next few pages. Thank Kahless there's only three sheets of paper this time!!! We are also working on getting the **IKV Black Demon** some internet presence. I'm going to look into an e-mail address for us to communicate better with and hopefully a page somewhere in Compuserve or Prodigy. Kamarag has volunteered to look around for us.

Until our next meeting my fellow warriors ~ KAI!

~ "Unkle" Kahn vestai-Shar

DEPT. REPORTS

The following reports were given at the last two meetings and transcribed to be recorded here in Maximum Overkill.

XO: Everything is A-OK here, Cap'n. - Kamarag

Communications: Out of the 25 applications for membership, we have only heard from 8 for membership on board the IKV Black Demon. They have been given to the CO for final review. - Khara

Navigation/Helm: Everything seems fine, except the windshield wipers are stuck on "intermittent". A space walk is scheduled with Engineering so that someone can poke it with a broom. - Krudge

Engineering: Nothing new to report. Received a request for windshield wiper repair. - Kilrah

Weapons: Our paint ball team, Stromfront, played it's last game over the summer at Paintball Games of Dallas. While the day was victorious for us, it was a very exhausting one. While relaxing with some cold ones later that day, we decided that due to school and work schedule, we are going to go on hiatus for a while. This will give us time to practice more and allow some members upgrade their guns.

Before the Summer break, we did get to paint up a few holy-rollers from our Co's college. I heard more swearing on the field than normal. I was amazed at how many people came ill-prepared to play. I was told our CO informed them well in advance, but I guess if it isn't in the Bible, they won't believe anyone on simple instructions. This also our final game at Ellen's Amusement park. Actually, we hadn't been playing there for sometime, but snuck in the back door to play this last time.

I look forward to the next time we get to battle a worthy opponent. Maybe next time they won't show up in flip-flops. - Koron

COLD TERROR FLEET NEWS

- Kahn vestai-Shar has been appointed as a member of the CTF Executive Staff (as mentioned in Issue # 6 of *Maximum Overkill*)
- There is a new KAG ship under construction in the Dallas area.
- The IKV Reaver (Ft. Hood, TX) has been decommissioned.
- The IKV Hek Tar (San Antonio, TX) Has been placed in dry-dock for evaluation.

See back page for further info on the IKV Hek Tar incident.

Creating your Klingon Character: The Basics

First Names: Klingon first names can be anything. According to the FASA materials, those who enter the Navy change the first letter of their first name to a "K" and those who enter the Marines change it to an "M". In the novels, it also appears that the letter "A" can start names in most services. In the movies, the letter "V" has been popular in female names. Next Generation popularized the letter "W" as a beginning. There is no hard and fast rule. Just as not all Vulcan names start with an "S" or "T" nor have five letters, Klingon names are unpredictable. A lot of this has to do with what Klingon subculture is dominant at the time the child is born or comes to maturity. Many fans appear to try and limit their use of alphabet to that which was popularized by Geoffrey Mandel, or those letters used in Marc Okrand's language. This tends to lend some conformity in Klindom, but is not a requirement.

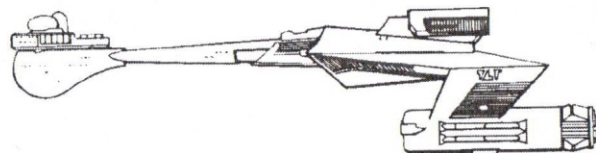
Honorifics: (tai-, vestai, sutai, zantai, epetai, zan-, -nes) Honorifics arise from the FASA gaming system as do some of the "ranks" in use now. According to FASA, the prefix "tai-" before a Klingon's last name/line name denotes the first level of honor. When a Klingon achieves some fame and honor and others respect him/her, they begin using tai- in front of that individual's line name as a term of honor/respect. Once an individual gains such a title, it's a dishonor to ignore or not use it.

Subsequent levels of honorifics are attained when others acknowledge your accomplishments as a whole. The next level of "vestai" might be attained with a promotion or some series of outstanding actions. "Sutai" seems to be reserved for those who Klin has allowed them to become Captain, Colonel, or equally respected leaders. When this level of person reaches a new plateau in their level of achievement, not only are they usually promoted to something like Admiral, but they are referred to as "zantai", and sometimes their name is mentioned in short hand as "zan- (first name)". These are the upper crust of honor in the FASA system. The final honorific is reserved for those who are the heads of family lines/houses, special Admirals in high positions and the Emperor. This is "epetai". There can be one or two per line, an odd number in the military/civilian specialties, but overall it is rare. These are the acknowledged leaders/movers/shakers/thinkers/planners/do'ers of the Empire. Most of the members of the Klingon High Council are epetai's. Male and Female may have a "-nes" added to the end of their name when honorifics are not known.

Ranks: Precedes first name. Ranks in Klindom seem to follow loosely after the ranks in the FASA game system, although there are exceptions. Some ranks outside FASA are: Though Admiral, Imperial Admiral, Regency Admiral, Lord Admiral, Sub-Lt., Sub-Captain, Cangaard. In FASA you have Sergeants, Lieutenants, Lt. Commanders, Commanders, Captains, Admirals, Fleet Admiral, Colonel, Major, and many more. See their guides for more info. Klingon fans are quite different from Starfleet fans. In Klingon fandom, we are adult enough to recognize in ourselves when we truly deserve to be promoted. Since we hold honor in the high esteem, we use a type of honor system in declaring our ranks. Self-promotion is one of the biggest responsibilities a Klingon fan must face. Since peers won't respect your rank if they don't feel like you deserve it, it can be difficult to know when you are ready to use a new title without risking ridicule. While it is true this is a double edged sword, it empowers Klingon fans with a recognition of maturity that is not available elsewhere. This same philosophy of earned respect and level of accomplishment determining position and ranking and honorific is how Klingon fans simulate the Klingon culture, without the use of "assassinations" or duels, as depicted in media. We can "replace" another fan in their post, simply by "outdoing" or out-performing them, until all recognize our superiority - then we assume the "victim's" place. They remain alive to do the same back if they have the "klin" or spirit to do so.

Line Name: Ex: *Hurric, Khemara, Dok'marr, Rustadz.* Klingon family "lines" or "Houses" are founded by powerful figures in the Empire. When the Emperor grants an individual the right to start a line, he establishes a new House and name. These families follow the organization of an extended line-marriage or line-clan such as those represented in Robert Heinlein's "The Moon is a Harsh Mistress". Genetic links are not required for individuals who are adopted into the line. Only complete agreement of the line members. A Klingon house is a powerful institution, much extrapolated information is available in FASA gaming materials. To be lineless means to be lower class to a Klingon, to be left of the many privileges and protection that a line can provide.

(Continued on Page 8)



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ATTENTION!!!

I need the attention of the crew for a moment. Recently, a few of us raided both CorsiCon '95 and AggieCon '95, while we had a blast at both con's we were there to promote the Klingon Assault Group. Having taken in about twenty five applications, I say that we did a pretty good job. While I have not received word if all the applicants have responded to HC, I have received communications from eight members who are interested in getting mixed up with this wild bunch of Klingons.

I need the following warriors to stand up and please step forward: Colin Hagan, Shawn

Ovalle, Jimmy Lee Eggins, Norola Morgan, Doug Kilger Stephen Kilger, James Estes, & Guy Chapman.

You eight warriors are now recognized as official members of the **IKV Black Demon**. Your enemies have become ours and may they wet their kecks knowing that. May you serve the Empire with honor, and may you serve the **IKV Black Demon** breakfast in bed at least once a month, (I like cheese in my scrambled eggs). May Kahless have mercy on your soul.

KAI KASSAI!!!

PROMOTIONS

Now that you have been included in the roster for the **IKV Black Demon**, I would like to give our new members a rank. It is an honor to bestow these ranks upon you and I look forward to seeing your gain rank as you evolve your character and involvement within the club. The first task you should be looking forward to is completing your uniform. Please feel free to ask for any info you might need to know to help.

For the rank of *Lance Corporal*, I would like to congratulate Colin Hagan, Shawn Ovalle, Jimmy Lee Eggins

For the rank of *Corporal*, I would like to congratulate, Norola Morgan, Doug Kilgor, Guy Chapman, and Stephen Kilger.

Finally, For the rank of *Sargent*, I would like to congratulate James Estes

Creating your Klingon Character: The Basics (continued)

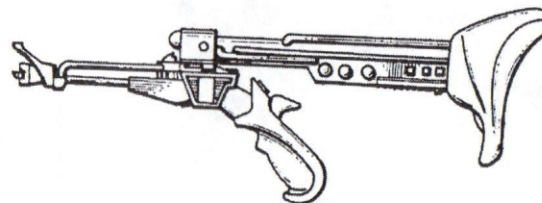
That is why most would do anything to get into a strong or advantageous line if they weren't already in one. However the decision is not taken lightly, because once in a line, it is not a trivial thing to change alliances. Some lines maintain racial purity, limiting to one type of race (Imperial Klingons, Klingon fusions, other alien). A Klingon fan should investigate existing Houses in the Empire and either apply to one to be adopted, or marry into one, or if they have the "klin" and resources, they may want to shoot for their own line.

Name Construction: *Ex: RANK FIRST NAME honorific-LINE NAME* The rank or title such as Captain or Thought Master come first, followed by the Klingon first name, a space, the honorific (if any) followed by a dash and then the Line name. *EX: Lt. Commander Kahn vestai-Shar*

Race: *Ex: Imperial, Human Fusion, Romulan Fusion, Orion Fusion normal or Green, Andorian Fusion, Vulcan Fusion, and other Genetic Constructs.* A Klingon fan's race is usually chosen as a consideration for each person's "history" for their Klingon character, or because they like certain costume. Just about anything is allowed with one exception, there must be at least a drop of Klingon blood somewhere in the person. This does not rule out special cases. If your character's loyalty is 1000% to the Empire, a lot of other things can be forgiven, such as genetic makeup and appearance. Since this is just a hobby for fun, don't fret too much over choosing a race. You can always change your mind later. We simply don't want you if you are not a dedicated Klingon. There are literally hundreds of human clubs, but only a handful of Klingon ones.

Branch of Service / Job: *Ex: Navy, Marines, Intelligence, Civilian Corps* There are many types of jobs available to Klingon fans. The FASA materials give many good examples and structures, and fans seem to come up with their own in addition. If you don't see the type of operation or job you want already in existence, create it! If you desire external guidance and recognition from a peer group, then line up with one for the many existing opportunities. Just remember, that Klingon fans do this for a hobby, not a living. Mail can sometimes be excruciatingly slow, replies may not come as quick as you'd like. If you find yourself in such a situation, pick up and try something/someone else who better meets your needs. Some Klingon organizations/sub-groupings are heavy into all sorts of things, others barely exist on the fringes. Decide the type and level of participation you desire and ask questions before getting involved, so you won't be disappointed later. Also try to include a Self Addressed Stamped Envelops with your letters. If a group gets lots of mail, the person who is the focal point may not be able to afford postage and envelopes but to all the people writing to them. It may seem unfair for you to send a SASE and not receive one in return, but in a case where the one you are corresponding with gets dozens of letters a week, you can see how postage can be too much for them. If you aren't comfortable with the concept of self promotion, then link up with a group that will promote you according to your tastes. Just remember, if it hurts or is disappointing, don't do it. Go on to the next thing. Don't waste time being unhappy, find a niche that better suits your needs. We Klingons are not mewling, puking infants, who must be told when we can do this or when we can achieve that, we take what we want when we think we can hold it.

Also remember that there are many concepts of what being a Klingon means as there are Klingon fans. There are also exactly the same amounts of mixture of people types in Klingon fandom as the general population. There are crooks, cheats, liars, goons, creeps, thieves, geeks, weirdos and basket cases, in all the same quantities you find out on the street. There are also the same amount of nice, smart, honest, honorable, creative, friendly types. Don't suspend your common sense or judgment just because someone claims to be a Klingon. If you are too young to have "been around" and have trouble figuring out who the goons are and who the good guys are, find at least one Klingon "mentor" that appears to be trusted and respected by a large number of other Klingons, and ask that person for guidance whenever the need arises. "Good" Klingons are very interested in the Empire as a whole, and the image and reputation it has with the rest of fandom and the public.



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Creating your Klingon Character: The Basics (concluded)

Paper/Physical: One of the first things you should determine in what type of Klingon are you? by that I mean are you only interested in correspondence, publishing, writing, reading, and the other types of paper-chase? Or are you desiring live interaction and the thrill of hands on activities? Play-by-mail types can perform all of their Klingon things from the comfort of their desk. Hands on types end up making costumes, attending conventions, constructing weapons and props, forming clubs that hold physical meetings, sing songs, etc. A lot of people may start out as one type then drift back and forth or be both at once. They are two completely different worlds with different attractions. If you have LOTS and LOTS of spare time, you can do both. Some clubs however only cater to one or the other, or dabble in both to differing degrees. Check it out. If you are a youngster, you should also talk about your "Klingon" involvement with your personal elders, so they can help you determine what you realistically have time and money for. This will also help them to understand why you want to have bumps on your head, and speak in a choppy barking speech. Klingons are no different than Shriners when to come to leisure time. Except we are welcomed at hotels, the Shriners cause hotel staff to cringe in fear. If your parents or friends express fear about Klingons, the standard Klingon come back is, "You fear the Klingon. In this is no need for apology".

Some will be unhappy with this short introduction, and wish that I had given more Klinonasse for example. Stop to think though, you an count on the fingers of one hand how many people have ever profits from the sale of their works? I Don't. if the prices are too high, try to borrow some.

-Thought Master Kei epetai-Khemara

*Source: Star Trek the RPG "The Klingons" Pack #2002



"Look what I found hiding in the fridge."



THE LAST PAGE

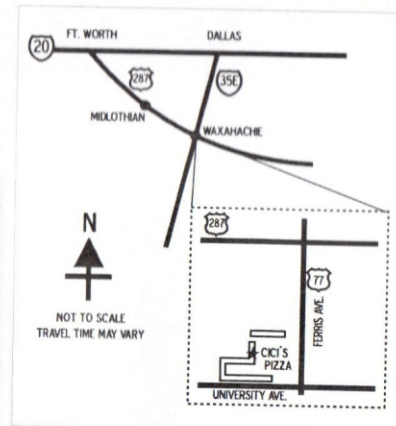
Some of you have already heard this from me, but there was an incident a few months ago that involved a Texas KAG chapter, the IKV Hek Tar. Apparently someone decided to send in a report to CTF command that was full of slander against another Klingon club. I will bring a copy of this report to the next meeting so that it can be read, so I will not repeat what it mentions here in our rag. I am unsure if the person who sent the report in was authorized by the chapter's CO or not. But, since it was his watch, he has to take the heat for it and the chapter is now being re-evaluated and could quite possibly lose it's membership in KAG.

This is why I ask you all to use your best judgement when giving me a report or any news you may have heard. Since most of the local news we hear come from multiple sources, it's best to use common sense what you want to repeat. I love joking around as much as you guys do, but let's keep rumors and speculations out of our prints. If I receive anything that is slanderous or just down right mean towards other members of our club or another, I will not print it and will either edit your report or ask you to redo it.

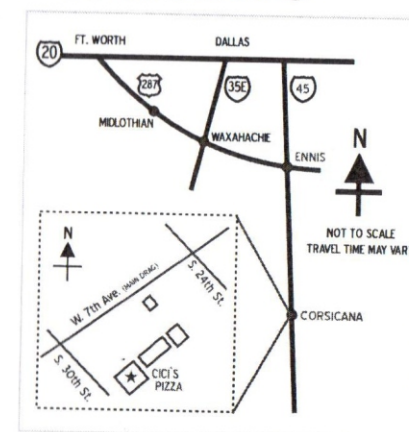
I have not had any problems in the past, so I am not worried about any of you taking part in anything like that, but since High Command is making a big deal out of this (which it is), then I need to pass the word along. I personally have no beef with any other Klingon related club. Sure, we have teased in the past, but it was all in light hearted fun. Since one chapter made a bad decision, the rest of the chapters suffer. I will be contacting the offended club to see if there is anything we can do in conjunction to make sure that we are not put in the same category as the IKV Hek Tar.

- Kahn vestai-Shar CO IKV Black Demon

MEETING LOCATIONS



Every Third Sunday 2-4pm.



Every Fourth Sunday 2-4pm.